

PATENT ABSTRACTS OF JAPAN

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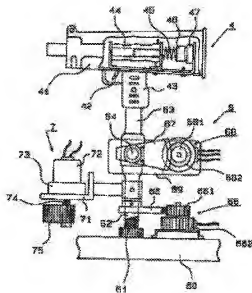
(54) VIDEO TYPE RIFLE-SHOOTING BATTLE GAME MACHINE AND ITS CONTROL METHOD

(57)Abstract:

PURPOSE: To obtain a new, inexpensive video type rifle-shooting battle game machine with a simple construction, by which a hit on a friend can be sensed directly through the body, by a method wherein a vibration generating instruction signal is generated together with a shot signal when it is judged that a shot signal indicates a hit on a player, and a vibration generator is operated for a specified period of time.

CONSTITUTION: A model gun can transmit a hit location signal corresponding to the direction of a barrel 41 toward a screen of a video display device at the time a player squeeze a trigger 42, and players perform a mock rifle- shooting battle against enemies appearing on the screen of the video display device. A vibration

generator 7 is equipped on the model gun 4 or its support device 6, and when it is judged that a shot signal indicates a hit on a player, a vibration generating instruction signal is generated together with the shot signal by a game control circuit 3 so that the vibration generator 7 is operated for a specified period of time to impart vibration to the model gun 4. And, when the player is hit, the duration hours of vibration imparted on the model gun 4 is controlled



corresponding to the degree of the damage.